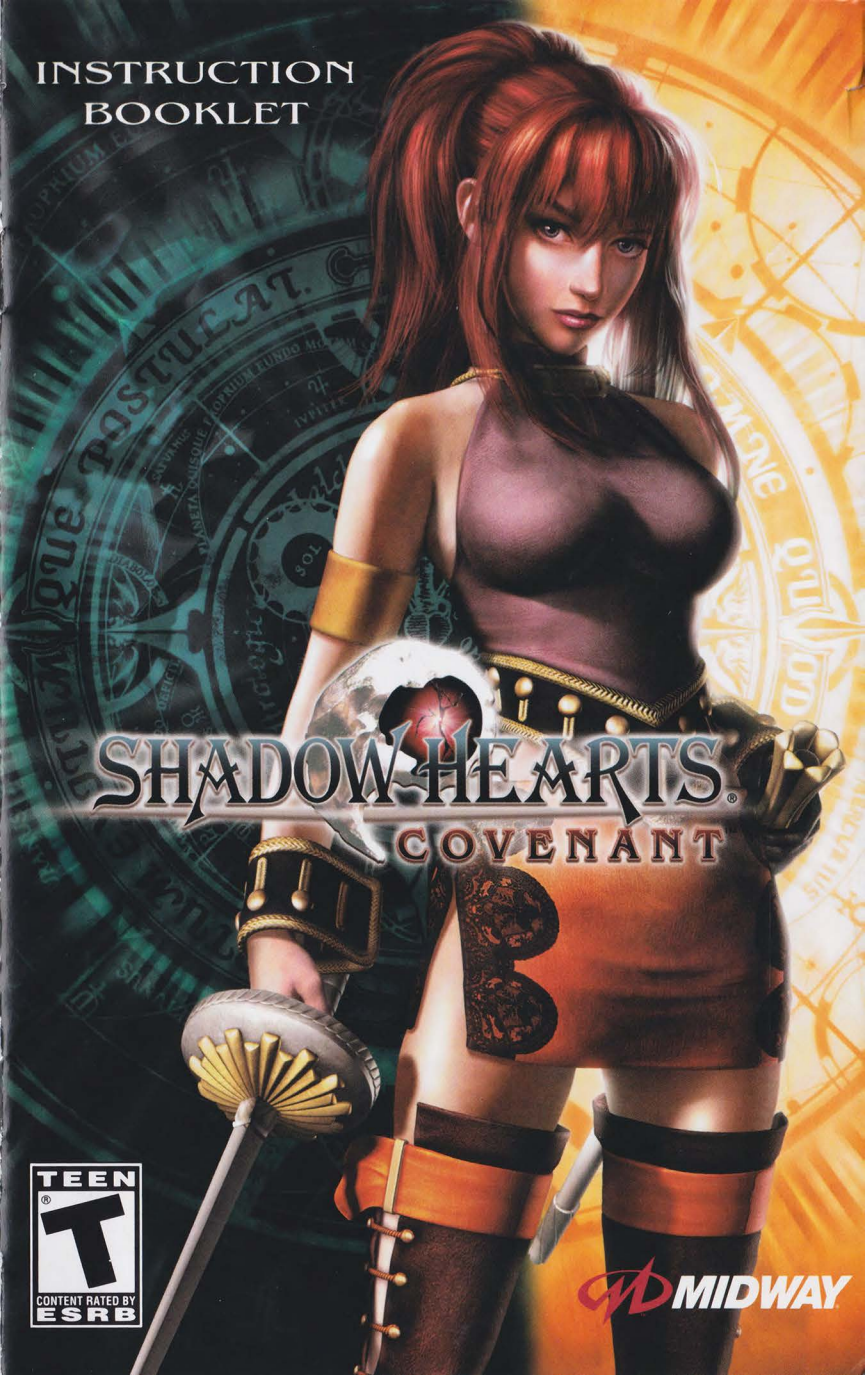
INSTRUCTION BOOKLET



SHADOW HEARTS®
COVENANT

TEEN
T
CONTENT RATED BY ESRB

MIDWAY

WARNING

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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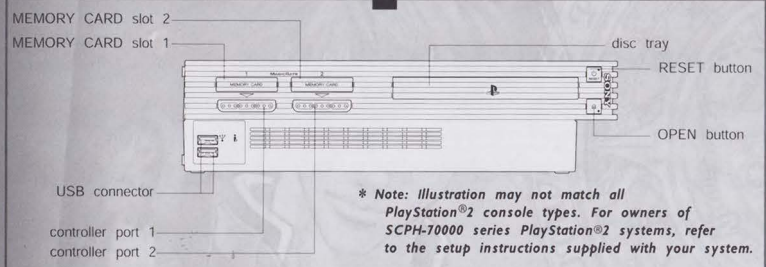
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GETTING STARTED



** Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button.

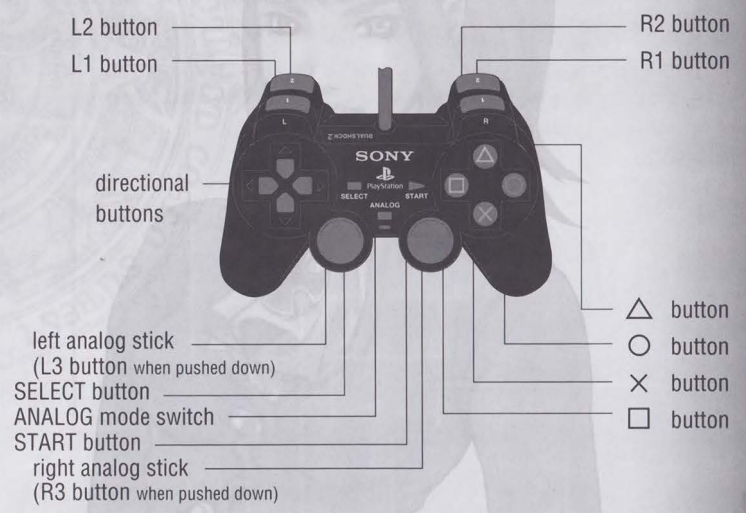
When the power indicator lights up, press the OPEN button and the disc tray will open. Place the "Shadow Hearts: Covenant™" disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Shadow Hearts: Covenant includes multiple game discs. For anti-piracy purposes, the disc detection process of discs not supported by PlayStation®2 has been changed. As a result, the CD/DVD drive may become unresponsive when an unsupported disc is inserted. When exchanging discs, do not insert a disc that is not supported by PlayStation®2.

Media	Supported
PlayStation®/PlayStation® format CD-ROM	Supported
PlayStation®2 format DVD-ROM	Supported
DVD video	Supported
CD-DA	Supported
CD-R (CD-DA format)	Supported
DVD-R	Not Supported
CD-ROM for PC	Not Supported
DVD-ROM for PC	Not Supported
Other media	Not Supported

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Notes:
Shadow Hearts: Covenant does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers. To play this game, your controller must be plugged into controller port 1.

MENU/SUB-MENU NAVIGATION

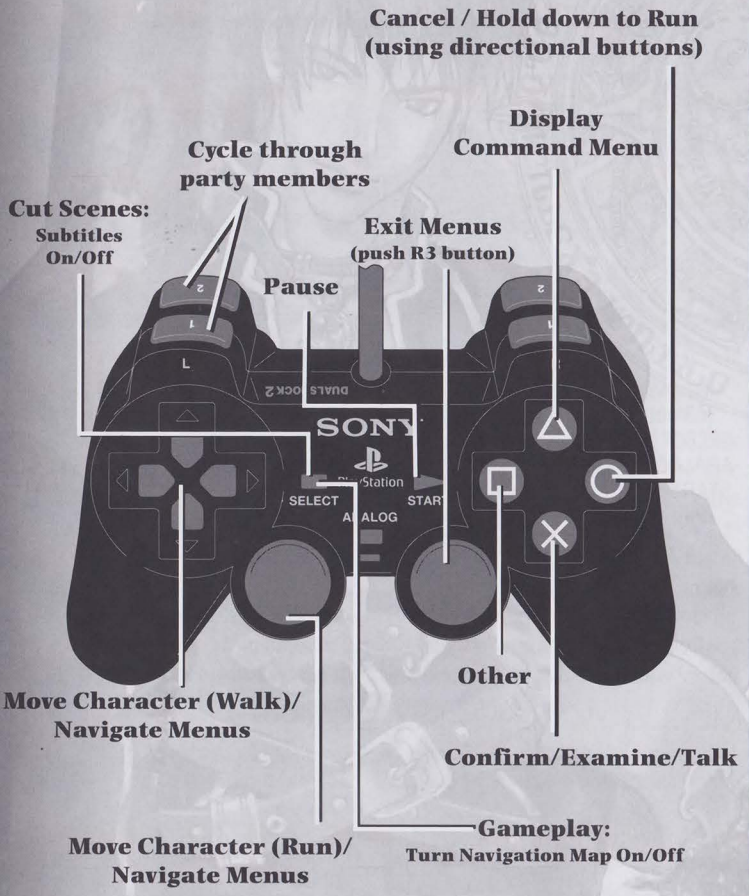
Throughout this manual, ↑, ↓, ← and → will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (↑, ↓, ← or → depending on the menu) to highlight a selection. To return to a previous menu, press the ◎ button.

SOFT RESET

Press and hold the L1 button, L2 button, R1 button, R2 button, START button and SELECT button simultaneously to perform a Soft Reset.

Note: Soft Reset is disabled during certain scenes.

CONTROLS



Note

The left analog stick gives you greater control of your character's movement. If you press lightly in a direction, your character will walk. If you press the left analog stick all the way in a direction, your character will run.

THE STORY BEGINS



SHADOW HEARTS

In 1913, guided by a mysterious voice, Yuri saves Alice from Albert Simon who tried to use Alice's powers to aid in the destruction of the world. Yuri was successful in defeating Simon, however, Alice, carrying the burden of Yuri's malice, slips away into an eternal sleep on a train bound for her hometown of Zurich.

SHADOW HEARTS: COVENANT

In 1915, from a single shot fired, a war erupted that encompassed the entire world. This was the beginning of World War I.



One half year after the start of World War I, the advancing Imperial German army is determined to take the small village of Domremy in Northern France. A patrol, lead by the Imperial German army officer, Karin Koenig, is sent to Domremy, where a monster of terrible power is rumored to live.

Once inside the village, an unknown force wipes out Karin's entire patrol. Struggling to remain conscious, she manages to catch a glimpse of a dark, winged "Demon", reverting to human form...

START MENU



At the game's Title screen, press the START button. Select New Game to start a new adventure or Continue if you have saved data available on a Memory Card (8MB) (for PlayStation®2).

SAVING AND LOADING GAME DATA

In order to save game data, you must use a memory card. Press the △ button at a save point or on the world map and select Save from the Command Menu screen, under the "Data" column. Choose a memory card from one of the memory card slots then select a save file using the directional buttons. Confirm your save command by pressing the ✕ button.

When you select Continue from the Main Menu, you'll need to load game data from your memory card. Select the file you want to load with the directional buttons and confirm by pressing the ✕ button. From the Command Menu screen, select Load from the "Data" column.

OPTIONS

Vibration

You can adjust the vibration function of your DUALSHOCK®2 analog controller. Press the directional buttons ← or → to select Strong, Weak or Off.

Sound

Press the directional buttons ← or → to select Stereo, Mono or Dolby Digital 5.1 sound.

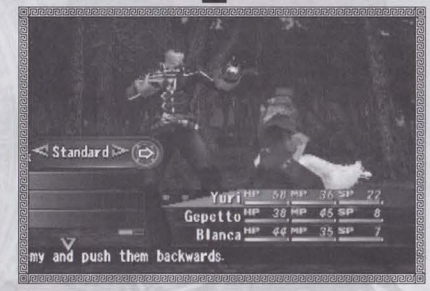
Brightness

Press the directional buttons ← or → to increase or decrease the setting.

Subtitles

Press the directional buttons ← or → to turn the setting On or Off.

PLAYER ATTRIBUTES



BASIC FIGHTING

As the story unfolds, you'll find yourself facing off against a variety of powerful and unearthly enemies. To conquer the game, you will have to rely not only on your physical powers, but your supernatural powers as well. Shadow Hearts: Covenant is a "turn based" game. This means that when in battle, each character (or monster) on-screen will get a chance (a turn) to attack or defend. The battle will continue until one side has won the fight.

HIT POINTS (HP)

Each character (or monster) will have a number which represents their Hit Points, which in turn, represents the amount of life that character possesses. When in a battle, if a character loses all of their HP, they will become unconscious. If all characters lose consciousness, the game is over.

MAGIC POINTS (MP)

A player's ability to use magic is determined by Magic Points (MP). These points allow for a player to cast spells (offensive and defensive) and perform other magical feats. Once a player's MP runs out, they will lose their ability to perform magic.

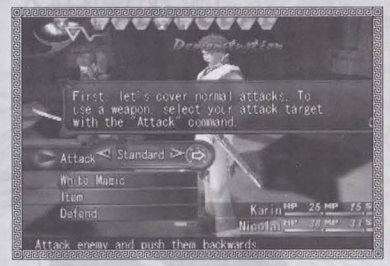
SANITY POINTS (SP)

Long battles affect the mind as well as the body. The longer the battle, the more evil energy you receive from the monsters. Sanity Points (SP) show the mental strength of a character and are displayed at the far right adjacent to HP and MP. When this number reaches 0, the character loses his or her sanity and goes "berserk."

During the game, you will face countless enemies. These vile monsters come in many forms, some weak while others strong. When you are attacked during the game, the screen will shatter, and the battle will begin.

THE ACTION MENU

The Action Menu is where you will make your decision on what to do in the battle. Move the cursor next to the sub-menu you wish to access and then press the ⊗ button. To cancel your command, press the ○ button.



Attack

This is your basic physical attack. There are four Hit Classes to choose from: Standard, Hard Hit, High Angle & Knock Down. While performing a Combo (see Combos, pg. 9), the hit class determines if the next attack can or can't be connected. After choosing a hit class, you will choose the enemy you want to target. Select the desired enemy, and press the ⊗ button to attack.

Special Abilities

Each character has a Special abilities, such as White Magic, Fusion and Manifestations. You can learn about these Abilities by accessing the Help Menu (see Help Menu, pg. 11)

Crest Magic

When equipped, crests provide party members with various magic spells. Each equipped crest consumes DCP (Dominance Capacity Points) according to the level of the given crest. A character can equip up to 8 crests as long as they have the DCP to accommodate them (each character has a set amount of DCP).

Items

Items are collected throughout the game and can be used for different purposes. Some items will remove status ailments, revive fallen characters and heal the injured, while others will raise character stats or even effect how the Judgment Ring works (see Judgment Ring, pg 10). After selecting an item, select the character on-screen that you want to use the item on and press the ⊗ button.

DURING A BATTLE

Defend

Block refers to protecting yourself from damage. Resist prevents an enemy attack from breaking your Combo (see Combos section, below). However, your SP will decrease according to the number of hits absorbed from an enemy attack.

Combos

The Combo system allows you to connect attacks between multiple characters causing more damage. To begin a Combo sequence, you must use the "Combo" command to move one of your characters next to another (enemy attacks may occasionally knock you into Combo Mode position as well).

Select an attack command to open a Judgment Ring (see Judgment Ring, pg 10). If you succeed, a Combo Ring will appear that tests your button pushing reflexes. Succeed again and the next character in the combo string will get a chance to attack.

Lastly, if you perform a 4-player Combo string and the first three characters successfully attack the enemy, the fourth character can perform a "Combo Magic". These spells can only be accessed by performing 4-player Combos.

FUSION

Yuri has the ability to morph into powerful fusion monsters. During battle, select "Fusion" from the Action Menu, choose the Fusion monster you'd like to use (there may be times when only one is available) and press the ⊗ button to initiate the transformation. While in Fusion monster form, you will be able to use Special Abilities that are specific to each monster.

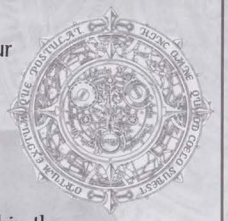
Note: As a Fusion monster, a larger amount of SP will be taken away each time its Yuri's turn to attack. The amount of SP taken depends on the specific Fusion monster selected.

You can upgrade and/or create new types of Fusion monsters when you "Soul Charge" the altar stones within the Graveyard (see Graveyard, pg. 11). You can also level up your Fusion monsters by using the "Soul Charge" option within Yuri's "Personal" menu.

JUDGMENT RING

JUDGMENT RING

The actions of each character (that you control) are determined by the Judgment Ring. This powerful symbol reflects one's chances of performing a task, whether it be performing an attack or using an ability. Either way, when it comes to using the Judgment Ring, timing IS everything!



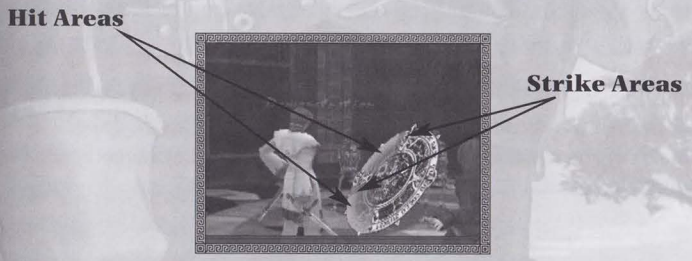
While using the Judgment Ring, keep in mind that your attack commands will only be executed if you successfully press the ⊗ button the moment the Ring cursor appears over a colored area. There are various kinds of colored areas that affect the outcome of your attack.

Hit Areas: Hit Areas are yellow or red colored zones within the Judgment Ring that appear when an attack command is chosen.

Strike Areas: A Strike Area is a narrow red zone at the end of a yellow attack area. Pressing the ⊗ button as the cursor passes a Strike Area will increase the amount of damage an attack inflicts.

Step Areas: A Step Area is a green zone in the Judgment Ring that appears when you use a Special Ability. If you don't hit the Step Area, your Special Ability command will not be executed.

Modulate Areas: A Modulate Area is a blue zone in the Judgment Ring that appears when you use a Special Ability. It affects the power of the Special Ability. The farther into the blue zone, the more powerful the Special Ability.



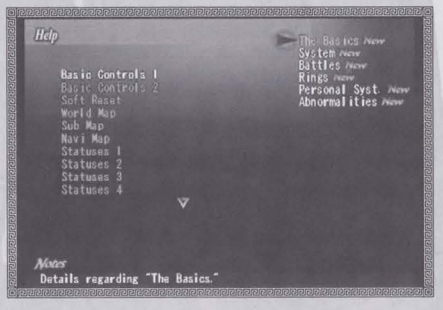
THE COMMAND MENU

When you are not in battle, you can access the Command Menu by pressing the △ button. The Command Menu is packed with tons of information in case you find yourself lost in the game. While it won't give you hints about what to do, the Command Menu acts as an in-game instruction manual as well as an inventory control menu that you will be able to use to your advantage.

You can navigate through the Command Menu by using the left analog stick or directional buttons to highlight sub-menus. Press the ⊗ button to access sub-menus. Pay attention to the NOTE bar at the bottom of the screen. This will tell you what each sub-menu covers. Press the L1 button or R1 button to turn the pages of the Command Menu.

Help Menu

Within the Command Menu, select the Help option to access a vast amount of categories that offer answers to many questions you may have regarding the game.



THE GRAVEYARD

The Graveyard is the resting place of souls and plays a crucial role in Yuri's special ability, Fusion. In the Graveyard, Yuri has the ability to unlock new Fusion monsters or increase the levels and abilities of existing ones.

You can access the Graveyard from the command menu whenever Yuri is at a Save Point or on the World Map.

MAIN CHARACTERS



Yuri Hyuga

Called a "Godslayer" by some, feared by most, this anti-hero has the power to call upon the souls of various monsters to aid him in battle. Since the loss of his love, Alice, he has found a new home and a new life at Domremy.



Karin Koenig

A lieutenant in the German Imperial Army, she has been ordered by General Heimann, head of the garrison at Luxembourg, to capture the village of Domremy.



Blanca

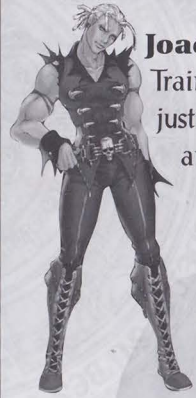
This white wolf protects the Village of Domremy along with Yuri. His intelligence and cool-headed thinking makes him a highly reliable ally.



Gepetto & Cornelia

A retired puppeteer who gained fame in the great theaters of Paris, he now travels the road with Yuri and his beloved puppet Cornelia.

MAIN CHARACTERS



Joachim Valentine

Trained as a pro wrestler, this vampire is devoted to justice and has dedicated himself to aiding the weak and defenseless of society.

Lucia

Trained as a dancer and fortuneteller from childhood, she entices men with her beautiful figure and unique style of speech.





Princess Anastasia

Fourth princess of the Romanov dynasty, her cute appearance belies her devilish personality. She is determined to save her motherland of Russia.

Nicolai Conrad

A Cardinal sent to Domremy by the Vatican, he has gained the help of Lieutenant Koenig to investigate the mystery surrounding the demon of Domremy.



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CASTING DIRECTOR Ellyn Stern

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Anastasia: Jennifer Sekiguchi; Gepetto, Roger Bacon, & Naniwa: Amos Nandy
Joachim: Francis C. Cole; Lenny & Kurando: Todd Hodges; Empress Alexandra: Sonja S. Fox
Bishop Jovis: Joey Lotsko; Minister Ishimura: Michael McConnohie; Alice & Ouka: Georgette Rose
Suki: Lia Sargeant; Hien: Bo Williams; Garan & Dr. Hojo: Terrance Stone; Yuri's Father: Sean Roberts
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EXTRA SPECIAL THANKS

Janelle Walker, Roshann Chahidi, Rayna Airey & Sharon Airey

NOTES

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e-mail Address _____

2. Date of Birth ___/___/___ (Month / Day / Year) **3.** Male____ Female____ _____

If you are under 13, your Parent or Legal Guardian must sign here

4. Title of product purchased:_____ System:_____ Number of video games purchased this year?____

Name of store:_____ Date purchased:_____

5. How did you hear about this game? (check all that apply)

❑ Print Ad ❑ TV Ad ❑ Magazine Article ❑ Internet ❑ Friend ❑ Store Display ❑ Midway Website ❑ Other_____

6. What systems do you own? (check all that apply)

❑ Game Boy® Advance ❑ Nintendo GameCube™ ❑ PlayStation® game console ❑ PlayStation®2 computer entertainment system ❑ Xbox™ video game system from Microsoft ❑ PC/MAC

7. What systems do you plan to purchase? (check all that apply)

❑ Game Boy® Advance ❑ Nintendo GameCube™ ❑ PlayStation®2 computer entertainment system ❑ Xbox™ video game system from Microsoft ❑ PC/MAC ❑ Other_____

8. What type(s) of games do you play? (check all that apply)

❑ Action/Adventure ❑ Role-Playing (RPG) ❑ Extreme Sports ❑ Sports ❑ Simulation ❑ Shooter ❑ Fighting ❑ Strategy ❑ Racing

9. Which of the following magazines do you read? (check all that apply)

❑ Game Pro ❑ EGM ❑ Tips & Tricks ❑ Nintendo Power ❑ PSM ❑ Official Xbox Magazine ❑ Official PlayStation Magazine ❑ PC Gamer

❑ WWE ❑ Spin ❑ Game Informer ❑ Maxim ❑ FHM ❑ Extreme Sports Publications ❑ Sports Illustrated ❑ Other_____

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